Blood Hunter

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

BLOOD HUNTER ORDER

PROFICIENCY | PASSIVE PERCEPTION

INSPIRATION | PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

AC | INITIATIVE | SPEED

Hit Point Maximum | Temporary Hit Points

HIT DICE: Used / Total — d10

DEATH SAVES: SUCCESSES ○○○ FAILURES ○○○

NAME	ATK BONUS	DAMAGE/TYPE

BLOOD MALEDICT: Used / Total

CRIMSON RITE: Die

BLOOD CURSES — KNOWN

HUNTER'S BANE — LEVEL 1

CRIMSON RITE — LEVEL 1

Level	Rites Known
1st	
6TH	
11TH	
14TH	

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR ○ | SIMPLE WEAPONS ○

MEDIUM ARMOUR ○ | MARTIAL WEAPONS ○

HEAVY ARMOUR ○ | SHIELDS ○

LANGUAGES

TOOLS & OTHER PROFICIENCIES

FIGHTING STYLE — LEVEL 2

BLOOD MALEDICT — LEVEL 2

BLOOD HUNTER ORDER FEATURE — LEVEL 3

EXTRA ATTACK — LEVEL 5

BLOOD HUNTER ORDER FEATURE — LEVEL 7

GRIM PSYCHOMETRY — LEVEL 9

DARK VELOCITY — LEVEL 10

BLOOD HUNTER ORDER FEATURE — LEVEL 11

HARDENED SOUL — LEVEL 14

BLOOD HUNTER ORDER FEATURE — LEVEL 15

BLOOD HUNTER ORDER FEATURE — LEVEL 18

SANGUINE MASTERY — LEVEL 20